

DIPLOMANIA

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In Brief --

Because of a very poor response (just two letters -- Bob Johnson and Dave Lindsay) we are postponing the deadline for the Rule Change Symposium until October 10. Let's hear from you -- the subject of possible changes to the Diplomacy rules and the format/contents of the Rulebook is a subject which should be of interest and concern to all of you -- so speak up, before the changes are made by Game Research and it's too late for you to be heard....

The next symposium -- on "Missed Moves, Stand-bys, and Replacement Players" (and we'll throw "Deadlines" in here too) -- should also be of interest to many of you. So start thinking about it. Deadline for this symposium will be December 10. We'll have some questions for you to think about in the next issue of DIPLOMANIA, but we're sure you already have quite a few ideas on the subject.

And, just in case you really don't have anything to say on the subject of the rules, we'll throw in another small one for next issue (will be postponed if we get a flood of responses on the Rule Change Symposium) -- "The use and misuse of Propaganda and the Press Release" (include discussions of the pros and cons of "black" propaganda (i.e., propaganda written by one player but published under another's byline), the use of propaganda as a medium for the conduct of diplomacy, the "propaganda warfare" aspects of propaganda/press releases, the conduct of "psychological warfare" through the printed word in the Diplomacy magazine (yes, the last two are, for all intents, synonymous), and anything else you think should be said about propaganda/press releases). Deadline for this is also October 10.

Hyperec players, please note -- The FALL, 1900 season is declared a "free trade" season (i.e., no assessment for trade) to allow players to rearrange their agreements, etc. to allow for the world-wide expansion of the map. The new sea-provinces will not affect trade routes until the WINTER, 1900 season.

Only openings in DIPLOMANIA family 'zines are in DIPLOPHOBIA (Regular game), HYDROPHOBIA (Scotice Scripti), and AUX ARMES! (more "off-board" players). See inside for details. Oh, yes, Stand-by Replacement players needed for all games but DMK.

More articles urgently needed for future issues....

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DIPLOMANIA is published bi-monthly, and is 35¢ ea., 4/\$1.25 (see pg. H.R.-2 for info on reduced rates for G.B. and IFW members, and rates for double-issues); thish 35¢. Deadline for #27; October 10. Address Code: A, See pp. 5,6; B, See pp. 7-14; S, Sample, R, For Review; T, Trade; W, Subscriber; C, Contributor; X, Last issue; H, See pg. 1.

-- DLM

Jared Johnson, Apt. 108W, Yorktown West, 1250 Columbia Ave., Phila., Pa., 19122
(23 July 1969)

With the couple of additional replies I have received, I do not plan to write an additional follow-up article on the "Unethical Practices in Diplomacy Survey". However, I am enclosing one letter just received, one of the most articulate comments on the survey received to date. You might want to print it. . . .

(The letter) Andrew Phillips, 128 Oliver St., Daly City, Cal., 94014 (19 Jul 69)

. . . I didn't reply to the original for several reasons, but mainly because I felt there would be a general consensus upon all points of interest, and the lack of same was what made me decide to put in my two cents. Another reason was what seemed to be a general lack of relevance to PBM, and I'm simply not concerned very much with OTB. ((The original Survey appeared in DIPLOMANIA #22, with the Results in DIPLOMANIA 24/25. Copies of both issues are still available. --DLM))

I. Ethical if initial agreements do not preclude it. Under such conditions there are situations where I would not only use the revealed order system, but would demand its use by allies and would make alliance decisions on the basis of their willingness to use the system. In all cases I consider it ethical for any other player to do anything I am willing to do, so apply this dictum to the other twelve questions below. As to legality, I am in favor of attempts to reach an initial consensus making it illegal. In most cases enforcement will be individual in nature and not necessarily confined to the limits of the game, I might mention that I consider "ganging up" or any other such action that allows the game to continue as if no violation of the basic rules had occurred to be totally inappropriate and inadequate. Tournament games pose special problems, but I won't get into that.

II. Ethicality depends upon details of situation. On second thought, I think it's always ethical to do anything you want to do with your units. On third thought... Let me put it this way: I think that ideally the play of the country should be as totally Machiavellian as possible and this includes double-crossing the best of allies if it enables a country to stay in the game just one turn longer. I believe the best game is had for all when all countries hew as closely to this ideal as practicable, and I do so myself in the hope that others will show me similar courtesy. Practicality enters because future consequences must be considered, and thus I would favor allies and avoid double-crosses. I would attempt to maintain identity and make myself as hard a nut to crack as possible within these limitations, however. To get back to the question, insofar as the civil disorder ploy produces drastic changes in the balance of power on the board, to such an extent I would look with disapproval on one who used it. Legality is meaningless in this context.

III. Ethical, etc. I prefer to consider it a variation on (IV), so see below.

IV. If a player must leave the board I believe he should minimize the effect of his absence. Any combination of transfers of control that achieve this effect (and the combination might include a unit or two in civil disorder) is ethical and should be legal. Usually the minimum effect would be achieved by a complete transfer to one ally, but this is not always the case.

V. I believe the countries should be Machiavellian, not the players. There is a difference. Outside threats are unnecessary deviations from the ideal and thus unethical. I would resent any such -- strongly! Some exterior considerations are unavoidable, but I would want to play only with those willing to minimize them.

VI. Ethical, etc. No one should take the game very seriously, though. (All of this assuming it isn't just a plot to pull a Boardman by having the brother do a (III) on the first turn.

VII. Legal up until the point when orders become responsibility of GM or are otherwise placed in neutral place. Agree with Bill Linden on this.

VIII. Unethical but legal. I would attempt private sanctions against anyone using this ploy in order to make sure he did not reap any benefits.

IX. Ethical and legal as long as one doing it is not in any sense a host.

X. As in (IX), a fine trick. Agree with first half of Jeff Key's sentence though. I'd change second half to read, "...this individual is more interested in pulling off a coup than...". I find that highly laudatory.

XI. Same answer as (VIII). Sanctions would take the form of simply avoiding play with such a person. Exception made where suicide can take place without violating the dictum I established in answering (IV).

XII. A simple variation of (V). Same answer. See my comments in (II) on practicality. Psychological insight transfer is not the same as the use of threats.

XIII. Unethical, illegal, and totally objectionable. Sanctions would be violent.

A comment on the difference between "unethical" and "illegal". If "unethical" you merely avoid games with anyone using such tactics. If "illegal" you use immediate eviction from that game, or something similar.

Robert E. Johnson, Apt. 20-U, Howard Dr., Bergenfield, N.J., 07621 (10 July '69)

(Extract) . . . Applaud Rod Walker on his Variant article. It is succinct and valuable, as most of his comments are. I have found out for myself the difficulty in coming up with more complex games and how they can get out of hand. I could go on, but it is like a TV repeat if I do. . . . ((To answer a couple of your questions -- you have our permission to run a MVTW game, and you can get the Pournelle rules for Economic Diplomacy from Alderson (if he still has a copy) or from us (in one of the earlier DIPLOMANIAS -- forget which one just now. --DLM))

Don Turnbull, 6 St. George's Ave., Timperley, Cheshire, England (11 Aug '69)

. . . First, on the matter of Variants. I have, of course, no experience of Variants of any type beyond what I have read, but it seems that a lot of argument is going on about a relatively simple matter. As I see it, the "rules" which could cause a game to be defined as a Variant fall into two categories -- those which merely rationalize rules already in the Calhamer rule-book, and those which extend or amend or even directly contradict the latter. In the first group should come Koning's Rule, for instance -- as Rod Walker points out in EREHWON Vol. III, No. 10, page 21, the rule is implied in the original rule-book. On the other hand, such obvious changes, e.g. as the Spring Raid, qualify the game as a Variant on that ground alone, even if all the other rules are as per book. There are no shades of grey in this matter; either a game involves a "variant" rule (or a change of board, etc.) or it doesn't.

The above argument makes Eric Just's calculations totally superfluous. This is a good thing, since they are faulty anyway -- if one admits that such-and-such a rule is close to the original, and such-an-other rule is totally contradictory, then a gamesmaster could not be expected to merely award to each rule the same "score" of variance. If you had to apply to gamesmasters' rulings, at least they should be allowed to use judgement as well.

I think the thing goes a bit too far when Parlement is called a Diplomacy variant (DIPLOMANIA 24/25, page 3). The only resemblance, as far as I can see, is in the number of players (after all, as is pointed out elsewhere, Diplomacy was not originally conceived for postal play, whereas Parlement is, or at least admits to the strong possibility). Rod's categories 3, 4, and 5 belong to totally different games, not different forms of Variant.

I very much approve the contents of DIPLOMANIA, and am glad that you can produce such a comprehensive collection of articles on a variety of Diplomacy-related topics without including games as well. Games are fine in their place -- a magazine devoted to the publication of the results, with ancillary material taking a definite second place. I have not seen many Diplomacy magazines, but I rather gather that DIPLOMANIA is one of a very few which devotes its space to related material without including games.

However, one inclusion surprises me -- the article by Jared Johnson. . . . The article runs very much on his usual lines -- how to win a game by knowing nothing about the rules (Stephen Potter once wrote books on such practices, but they were

rather more cleverly contrived than Johnson's articles, and were intended for consumption with salt). Of course Johnson tries to cover this attitude up by making a show of erudition and service to the Diplomacy community -- the implication is that he regards such malpractices with mild and pitying amusement. However, he exposes his own immature attitude by the questions he elects to ask -- "A player is bored because he is losing"... "A player threatens to punch someone in the nose"... "A player uses threats concerning other games" and on and on and on. . . . I hope I am right in thinking that American Diplomacy players are more interested in a good game than in a win. We feel this way over here. . . .

((Taking your comments in order: Is it really as simple as you say to distinguish a "Variant" from a non-Variant? The reason (or one of the reasons) this whole discussion came about was because of the various Postal Diplomacy rating systems. One of the largest problems the raters have found -- and one on which few seem to agree -- is just which games to rate as "Regular" games, and which to exclude as "Variants". And this is even a problem for John Koning, who now assigns the game (Boardman) numbers for the Regular games (and it was a problem for Boardman, and Wells who followed him -- and it is a problem for us in assigning "Variant" numbers). You will still find quite a few games which carry numbers in both systems.... For example, is a game in which the victory criterion is set at 18 units by the GM in his House-Rules a Variant or a Regular game? Under your "either/or" system, it would have to be classed as a Variant, as, regardless of what intentions Calhamer may have had in writing the Rulebook, it does contradict the victory criterion as set forth in the current Rulebook. (It doesn't really affect the play -- it just affects the point at which the game ends -- but it would make a game in which it was used a Variant under your system.) Would use of "Miller's Rule" (the old one) make a game a Variant (even though Calhamer has stated this was what he intended, it still contravenes a statement in the Rulebook)? And Koning's Rule, even though used in an example given in the Rulebook, also contravenes a statement in the Rulebook. And so on. In other words, it would seem that variance is a matter of degree; how much, in other words, does a rule affect the play of a game? Does it affect the play sufficiently to cause the game to be classed as a Variant?

Parlement is not a variation on the Diplomacy game in the sense that it is a direct descendent of the game. However, we prefer to think of a large family of games, the distinguishing feature (common factor) of which is that they are multi-player games which require much interaction between players as part of the game (i.e., verbal and psychological interaction -- two basic elements in the conduct of "diplomacy"). Thus we have the "Diplomacy family", which encompasses a large variety of games not directly derived from the game from which the family draws its name, in the same fashion as which we have a "Chess family" (which includes such non-derivative games as Shogi and the Jungle Game, e.g.) or a "Checkers family" (which includes the very uncheckerlike game of Go). Parlement, while not a Diplomacy-derivative, is certainly a member of the Diplomacy family (as are the games in Rod's categories 3-5).

Portions of the survey by Jared were meant to be taken with salt, and portions were meant to inject humor -- but it seems to have been well received, and certainly evoked more response than most of the other surveys persons have attempted to take through Diplomacy magazines. Perhaps you will be of a different opinion when you read the original survey in DIPLOMANIA #22.

And yes, most of us are more interested in a good game than a win. Unfortunately, there are always some who forget Diplomacy is just a game....

You can follow MVTW-IV in HYDROPHOBIA, which you'll be getting in trade as a G.B. member. And Hypereconomic is well over 30 players now.... (You can follow this monster in AUX ARMES!, which you'll also be getting in trade.) And the "Hyper-space" mentioned in the game listings is a Dippy Variant, and not Calhamer's game.

Thanks for writing -- and keep those letters (and ALBION) coming. --DLM))

((Hmmm... No more room. We have here a letter from Bernie Ackerman which we planned to extract, but no room even for that. Sorry, Bernie, but will have to wait 'til next time. Now that the H-R's are out of the way, we should have plenty of room next issue, so let's hear from more of you out there. Speak up, please! --DLM))

GENERAL RULES FOR POSTAL DIPLOMACY BOURSE

I. Object of Game -- To have in one's possession, at the completion of the individual Postal Diplomacy game around which the Bourse is being run, the largest percentage of the currency of the country which won (or the countries which drew) the game. (See also Section V: B.)

II. The Bourse Players --

A. Anyone may participate, whether playing in the Diplomacy game around which the Bourse is being run or not.

B. There should be a minimum of 10 Bourse players, with an even larger number preferable.

III. To Begin the Game --

A. Each Bourse player begins the game with 200 units of the currency of each of the seven Great Powers in the Diplomacy game.

B. The market "bid price" (see Section IV: C, below) for the currency of each country at the start of the game shall be an approximation of the expectation of a win for that country, based upon the outcomes of Postal Diplomacy games concluded up to that point.

IV. Method of Play --

A. The Gamesmaster acts as "broker" for the Bourse, receiving "buy" and "sell" orders from the Bourse players, keeping track of the changing market levels and the holdings of the players, and periodically publishing the market levels for all players to see.

B. The Bourse players buy and sell the currencies of the Great Powers in units of 100 and multiples thereof, with all prices expressed in "Diplodollars" (Dd).

C. Buying and selling prices are determined as follows:

1. The "market" is considered to be a point between two consecutive multiples of five, with the "bid" price being the lower multiple, and the "asked" price being the higher multiple. (The "bid" price is the price at which the next 100 units of a given currency will be sold; the "asked" price is the price at which the next 100 units of a given currency will be purchased.) Thus, the market for a given currency would be published as a function of both the "bid" and the "asked" prices (e.g., "105 bid, 110 asked", or simply "105/110").

2. The market of a currency rises and falls in units of five. For each 100 units of a currency which are sold, the market of that currency falls five Diplodollars. For each 100 units which are bought, the market for that currency rises by five Diplodollars.

3. To clarify: If, say, the market for German Marks were pegged at 105/110, a player could buy 100 Marks at 110, or sell at 105. If he bought at 110, the market would immediately rise to 110/115. Or, if he sold at 105, the market would drop to 100/105. If he sold at 105, and another player then sold another 100 Marks at the new level of 100, the market would drop to 95/100. And so on. (Note that if a player sold, say, 300 Marks at one time, the market would drop five Dd for each 100 Marks sold. Thus, the seller would, if the starting level were 105/110, get 105 Dd for the first 100 Marks, 100 for the next 100, and 95 for the third 100, or a total of 300 Dd for his 300 Marks.)

4. If a "bid" price falls to zero, further sell orders are ignored until the price goes up again (market would stay at 0/5 until someone bought at 5).

D. "Buy" and "sell" orders may be sent to the GM as frequently as a player wishes, subject to the condition that a player may not sell more than he has, or buy more than he has Diplodollars to cover.

E. Orders from a single player are executed in the following order:

1. All "sell" orders, in the order in which they are listed by the player.

2. All "buy" orders, in the order in which they are listed by the player (except that if a player runs out of Dd, his remaining "buy" orders are not executed),

F. Orders from different players are executed in the order in which they are received. When two or more sets of orders are received at the same time, the order of execution will be determined by chance.

G. Players may send in simple "conditional" orders, such as "Buy at 60 or below", or "Sell at 80". These orders are executed whenever the specified conditions are met, with the proviso that if the market should pass through the level specified in the conditional orders while the GM is executing the orders of another player, the conditional order is executed next at whatever level the market then happens to be.

H. The only limitation upon a person who is playing in the Diplomacy game around which the Bourse is being run is that he may not sell his own currency.

I. If a country is eliminated from the Diplomacy game while the market for his currency is above 0/5, the market in his currency is immediately closed.

V. Completion of Play --

A. At the end of the game a fund of 10,000 New Diplodollars (N.Dd) is exchanged for the currency of the winning or drawing countries on a percentage basis. Thus, e.g., if a Bourse player ended the game with 30% of the currency of the winning country, his score would be 3,000 N.Dd; or, if the Diplomacy game ended in a two-way draw, and a Bourse player had 30% of the currency of one of the survivors and 10% of the currency of the other, his score would be 2,000 N.Dd (1,500 + 500).

B. Calhamer notes that: "The Bourse does not play quite right if every body is trying to finish first at any cost. Thus in several games, the point scores should be totalled or averaged, rather than the number of first places counted." This we will do in successive Bourses.

VI. Credits -- These rules are based upon the proposals put forth by Alan B. Calhamer in John McCallum's SERENDIP #10, with modifications as proposed by John McCallum in the same issue.

SUPPLEMENTAL RULES FOR USE WITH DIPLOPHOBIA GAME QAC

1. The Bourse shall be run in DIPLOPHOBIA, with revised market quotations published in each issue of DIPLOPHOBIA and distributed to all Bourse players.

2. The Bourse shall be open to anyone who is receiving DIPLOPHOBIA -- players, traders, subscribers -- for as long as they are entitled to receive the magazine (which means that subscriptions must be kept current, etc.).

3. There is no fee for participation in the Bourse.

4. The Bourse is also open to players in Postal Diplomacy game QAC.

5. Deadline for entry into the Bourse is 10 p.m. on Tuesday, Sept. 16, 1969. Entrants may begin sending "buy" and "sell" orders at any time thereafter, with the first set of market quotations to be published, along with QAC SPRING, 1901 moves, in the issue of DIPLOPHOBIA due out the week of Sept. 23rd.

6. Starting "markets" shall be as follows:

Austrian Crowns -- 80/85	German Marks -- 80/85	Turkish Piastres --
English Pounds -- 125/30	Italian Lira -- 50/55	125/130
French Francs -- 80/85	Russian Roubles -- 155/160	

7. All Bourse orders sent to the GM must be fully written out (no abbreviations). Orders received by telephone or telegram will not be considered by the GM.

8. The only information to be published by the GM concerning the Bourse is: (a) The number of players participating; (b) The number of transactions (bids/sales); (c) The "markets" as of date of publication of the issue containing the quotations.

9. The GM will inform each player individually of the results of his bids/sales and of his holdings with each issue of DIPLOPHOBIA.

10. As players join, please vote either: "(a)" to retain rule #9, or, "(b)" to drop rule #9 and publish the results/holdings in each issue of DPBA for all to see.

11. Comments, questions, and suggestions concerning the Bourse and the General and/or Supplemental Rules are requested.

12. If there is sufficient interest, a second Bourse will be run around DIPLOPHOBIA game QBC when that game has been formed.

DIPLOMANIA "House-Rules" (Revised)
(Effective 1 Sept 1969)

These rules are designed to supplement the Rules of Diplomacy, as published by Games Research, Inc., for use in games played in the DIPLOMANIA family of gameszines: DIPLOPHOBIA, HYDROPHOBIA, LETHE, AUX ARMES!, FRITZ'S FOLLIES, any sub-zines to these games-zines, and any new games-zines which may be added in the future. Supplements to these House-Rules will be published as the need arises. The DIPLOMANIA family is edited and published by Don Miller, 12315 Judson Rd., Wheaton, Maryland, USA, 20906.

I. Application of Rules.

1. Except as noted below and in the rules for specific variant games, the rules as stated in the Diplomacy rulebook, published by Games Research, Inc., 48 Wareham St., Boston, Mass., 02118, will apply. Copies of the rulebook are available from Games Research for \$2.50, and 100 paper conference maps may be purchased from them for \$3.00. Complete games (rulebook, mapboard, pieces, box, and a number of paper conference maps) are \$8.00, postpaid. "Diplomacy" is a registered trademark of Games Research, Inc.

II. Affiliations.

2. NFTF Games Bureau -- The DIPLOMANIA family (FRITZ'S FOLLIES excepted) is a member of the Diplomacy Division of the NFTF Games Bureau. As such, players (AUX ARMES! excepted) and subscribers who are themselves Regular members of the Games Bureau will receive discounts as noted below. Regular membership in the Bureau is \$1.00 per year (January through December; all memberships end on December 31, regardless of when dues were paid, except that persons joining on or after June 1 may, if they choose, pay only \$1.50 to carry them through the close of following year), from Don Miller (address above). Players in Division magazines who are not Regular members will be carried on the Bureau roster as Associate members (no discounts) for as long as they are active.

3. IFW Diplomacy Division -- The DIPLOMANIA family (FRITZ'S FOLLIES excepted) is affiliated with the Diplomacy Division of the International Federation of War-gaming. As such, players (AUX ARMES! excepted) who are themselves members of the IFW will receive discounts as noted below. (Note that subscriptions are not discounted to IFW members.) Membership in the IFW is \$6.00 per year, from Bill Hoyer, 4658 North Spaulding Ave., Chicago, Ill., 60625.

III. Game Fees.

4. Unless stated otherwise for a specific game, game fees for all future games in the DIPLOMANIA family are as follows:

- a. \$5.00 for new player not a Regular member of either G.B. or IFW.
- b. \$4.50 for new player who is Regular member of IFW but not of G.B.
- c. \$4.00 for new player who is Regular member of G.B. but not of IFW.
- d. \$4.00 for player who is already playing in another game in 'zine in which new game is to be run, but who is neither an IFW nor a G.B. Regular member.
- e. \$3.50 for new player who is Regular member of both IFW and G.B.
- f. \$3.50 for player already playing in 'zine who is also an IFW member but not a Regular member of G.B.
- g. \$3.00 for player already playing in 'zine who is also a G.B. Regular member but not an IFW member.
- h. \$2.50 for player already playing in 'zine who is also a Regular member of both the IFW and the Games Bureau.

5. Game fees should be paid at time application is made for a particular game. Persons applying without payment of fee will not be counted on roster until fee has been paid in full.

6. Gameszines (AUX ARMES! excepted) are normally sent to players in the U.S. and Canada by 1st-class mail; AUX ARMES! is sent via 3rd-class mail. Players in the U.S. who would like to receive AUX ARMES! via 1st-class mail, or any of the gameszines via airmail, may do so by sending a small sum (at least \$1.00) along with their game fee, which will be kept on deposit by the GM and used to pay the difference between the normal postage and the increased rate desired by the player. (When this sum is depleted, the player will have to send more money or the 'zine will thereafter be sent by the normal method.) Special arrangements will be made where possible to allow overseas players to play with the lowest possible additional costs.

IV. Subscriptions and Trades.

7. Subscription rates for DIPLOMANIA family 'zines are as follows:

- a. DIPLOMANIA -- 35¢ ea., 4/\$1.25 (30¢ ea., 4/\$1.10 to G.B. Regular members); double-issues are 60¢ ea. (50¢ ea. to G.B. Regular members).
- b. DIPLOPHOBIA -- 15¢ ea., 10/\$1.25 (12¢ ea., 10/\$1.10 G.B. Reg. members).
- c. HYDROPHOBIA -- 15¢ ea., 10/\$1.25 (12¢ ea., 10/\$1.10 G.B. Reg. members).
- d. LETHE -- 10¢ ea., 10/90¢ (8¢ ea., 10/75¢ to G.B. Regular members).
- e. AUX ARMES! -- 30¢ ea., 4/\$1.00 (25¢ ea., 5/\$1.00 G.B. Reg. members).
- f. FRITZ'S FOLLIES is a carbon-copy 'zine not available by subscription or trade.

8. Trade policy -- If your magazine is a member of the Games Bureau Diplomacy Division, we trade you all of our Diplomacy 'zines for all of yours. If your 'zine is not a Division member, we trade you DIPLOMANIA and one or more of the gameszines, depending upon how many 'zines you publish and how often they come out. (For info on Diplomacy Division membership for your magazine (Division membership is open to magazines only), write Rod Walker, 4309 Adams Ave., San Diego, Cal., 92116.) Trades are automatically suspended with a given publisher when it has been more than three months since the last issue of his 'zine was received, until such time as he resumes sending trade copies of his 'zine. Trades will be with only one person in the case of multi-publisher 'zines.

9. Gameszines (AUX ARMES! excepted) are normally sent to subscribers in the U.S. and Canada by 1st-class mail, as published, and to traders via 3rd-class mail, two issues at a time. AUX ARMES! and DIPLOMANIA are sent via 3rd-class mail, as published. Subscribers and traders may receive their 'zines by a faster method of delivery per special arrangement with GM (usually involving a flat payment to cover the difference in postage rates).

V. Deadlines.

10. Deadlines will generally fall on Tuesday (at noon), with an interval of three weeks (six weeks for AUX ARMES!) between deadlines. Magazine containing moves will usually be mailed to players by the following Saturday (AUX ARMES! excepted). This will allow a period, for most players, of two weeks after receipt of 'zine for the conduct of diplomacy and the sending of moves to the GM.

11. All orders (i.e., moves, retreats, builds, and removals) and propaganda should be mailed to the GM, and must arrive not later than the deadline date and time. Moves will be accepted by phone, at the player's own risk and expense, but only in the case of an emergency (what constitutes an "emergency" will be entirely up to the GM). However, no moves will be accepted by any means after the deadline time and date. We cannot emphasize this rule enough -- deadline is time and date of receipt, and not postmark time and date. Moves arriving late will not be considered by the Gamesmaster.

12. The last order received from a player will be the one which counts, unless the player specifies otherwise by the deadline; however, no order received after the

deadline will be considered by the GM. If you do send in revisions to previous orders, be sure to state so in your orders; otherwise, the GM may goof and use the wrong set of orders. (And be sure to date your orders!)

VI. Seasons.

13. Unless otherwise indicated in the rules to a particular game, seasons shall consist of: SPRING (moves and propaganda); SUMMER (retreats and propaganda); FALL (moves and propaganda); AUTUMN (retreats and propaganda); WINTER (builds or removals and propaganda). To keep games moving, in most games SUMMER retreats will be called for at same time as FALL moves, and AUTUMN retreats at same time as WINTER builds/removals; in such cases, FALL moves may be made conditional upon possible SUMMER retreats, and WINTER builds/removals upon possible AUTUMN retreats. Also, when AUTUMN/WINTER situation is not too complex, GM may speed games still further by asking for SPRING moves at same time as AUTUMN/WINTER orders, in which case, SPRING orders may be made conditional upon possible AUTUMN retreats and WINTER builds/removals.

VII. Assignment of Countries.

14. Unless otherwise stated, countries in all games will be assigned by lot, with the exception that a player will not play the same country twice in a Regular game in DIPLOPHOBIA until he has played all countries once (unless he requests that this exception be waived in his case, and he be given any country drawn). This exception does not apply where a player comes into a particular country as a replacement -- it applies only where a player starts the game in a particular country. Exchanges of assigned countries are not permitted.

VIII. The Writing of Orders.

15. All orders sent by mail should be fully written out (i.e., no abbreviations). A separate order should be written for each unit moving, supporting, conveying, etc. (Units not receiving specific orders shall be considered unordered.) Each set of orders should contain SEASON and YEAR, COUNTRY making move, and any other information necessary to clearly convey move (e.g., a move-order should also contain LOCATION of piece moving, TYPE of piece moving -- i.e., whether ARMY or FLEET; TYPE of move -- i.e., MOVE, HOLD, SUPPORT, or CONVOY; and DESTINATION of move. Also, coast must be named if Fleet order involves province with two coasts. All orders should also be dated, and should be signed by player making them.

16. Move-orders must be correct in every aspect, and complete, regardless of whether or not the intent is clear to the GM. Units for which the orders submitted were incorrect (such as ordering a Fleet when there is an Army in the province ordered and not a Fleet, or specifying the wrong coast in a multi-coastal province) or were incomplete (such as not specifying the coast in a multi-coastal province in an order to a Fleet which involves that province) will be considered unordered by the GM. Remember, your units can only do what you tell them to do, in your orders!

17. Although moves and builds/removals may be made conditional upon retreats, they may not, under any circumstances, be made conditional upon the moves or builds/removals/retreats of another player during the same season.

18. No joint orders are allowed. All orders must be signed by the player for whose country they are. And GM will accept only one name as player for country.

19. All orders and propaganda should be printed or typed, and should appear on one side of the paper only; if orders and propaganda are submitted for more than one game, and more than one game appears on the same sheet of paper, the player should keep all propaganda and other related material with the moves to the game to which the propaganda and other material relate. Moves, propaganda, and other material for each game should be clearly designated as to country, season, year, and game-designation (e.g., "ARNOR, QUELLE 3007, game FAA", or in any other order as long as the same

elements are present), and should be clearly and unmistakably separated from moves, propaganda, and other material for other games. The GM will not take responsibility for correctly interpreting and reproducing orders, propaganda, etc. which he cannot read, or which he is not even certain belongs with a particular game.

20. Orders for all elements in a convoy (i.e., Fleets and Army) must state same provinces of origin and destination for Army being convoyed, or convoy fails.

IX. Notation.

21. DIPLOMANIA gameszines will use the following notation, except that in certain Variants special symbols are sometimes necessary to denote pieces or actions peculiar to those Variants (e.g., the use of "W" to denote "War-Party" in INDIANO-MACY):

- a. Moves which are underlined do not succeed.
- b. A dash (-) in a move denotes "moves to", "tries to move to", or "attacks".
- c. A, army; F, fleet.
- d. (C), convoyed by; (S), supports; (H), holds; (U), is unordered (stands); (R), retreats to; (B), builds; (E), eliminates (removes).
- e. (A), is dislodged and annihilated (no retreat is possible).
- f. (D), is dislodged and must retreat (provinces to which retreat may take place will be named in parentheses following symbol "(D)" (note that "o.b." among provinces means "off the board")).
- g. OTM, is ordered to move; NSO, was not so ordered.
- h. In annual lists of supply centers held, newly-acquired centers will be underlined (e.g., "Ber"), and centers lost during that year will be denoted by slashes through the name of the province (e.g., "~~Ber~~").
- i. In Regular Diplomacy games and in other games using the standard 7-player Regular Diplomacy map, all provinces will be indicated by the first three letters of the province name except as follows:

Norwegian Sea -- Nwg	Norway -- Nwy
North Atlantic Ocean -- Nat	North Africa -- Naf
North Sea -- Nts	Liverpool -- Lvp
Western Mediterranean -- WMe	Livonia -- Lvn
Eastern Mediterranean -- EMe	Tyrolia -- Tyo
Tyrrhenian Sea -- Tyn	Gulf of Bothnia -- Bot
English Channel -- EnC	Gulf of Lyon -- Lyo
- j. Coasts of multi-coastal provinces will be denoted by "(EC)" (East Coast), "(NC)" (North Coast), or "(SC)" (South Coast).

X. Propaganda.

22. All propaganda submitted for publication should be in good taste. The GM reserves the right to edit, condense, or even delete entirely propaganda which is over-long, is not related to or essential to the game, or is in bad taste. (Over-long propaganda may be delayed an issue or two, or may even appear in DIPLOMANIA instead of the gameszine for which intended.) If a player does wish to write a particularly long piece of propaganda, he would be well-advised to send out copies of it himself to the GM and the other players.

23. Players may publish propaganda under each other's names ("black propaganda"). Deceit in dealing with the other players is, of course, a part of the game. Players who are unhappy about the possibility of "black propaganda" are reminded that there are ways of identifying your own propaganda to the other players beyond all doubt. Players are also reminded that (except in the GAMES OF ANONYMITY) your propaganda is not the proper place or medium for the conduct of your diplomacy with the other players.

XI. General Orders.

24. Any player may submit General Orders for his game(s). The orders for each game should be in a sealed envelope, on the outside of which should be the following

information: (a) The player's name; (b) The name of the country; (c) The three-letter DIPLOMANIA game designation (e.g., PFC, SBB, etc.); (d) The length of time for which the orders are valid (e.g., "for SPRING, 1907 only", or "through WINTER, 1908", or "until further notice", etc.). Each set of orders should contain exactly the same information as on the envelope, plus the signature of the player, and, of course, the orders themselves. The orders, as a minimum, should list: (a) Allies; (b) Enemies; (c) Policy objectives. In the event a player who has General Orders on file misses a move, the GM will have an anonymous neutral player make moves for him, using the General Orders as guidance. General Orders thus used automatically expire and must be replaced. If, upon opening them, the General Orders of any player are found to be invalid, they will be disregarded and that player's units will stand unordered for that season. (And remember, when you make your G.O.'s valid for a long period of time, check once in a while to see if they need updating; otherwise, you may find them telling the anonymous player to attack someone who is now your ally!)

XIII. Missed Moves, Drop-Outs, and Replacement Players.

25. Stand-by Replacement Players -- The GM will try to maintain a list of Stand-by Replacement Players for each game. When a player fails to submit orders for a given season, the #1 Stand-by player should automatically submit orders for that player for the next season. If the player misses a second consecutive time, the Replacement Player's moves are used and he enters the game in place of the player for whom he submitted moves. The GM may refrain from replacing a player under this rule if he has good reason to feel the original player will continue in the game. ##### There is no fee for a Stand-by Replacement Player. The only requirement to be on the Stand-by roster is that the player must already be receiving the magazine in which the game is being played as one of the following: (a) A player in an active game in the 'zine; (b) A current subscriber; (c) A current trader. ##### Note that Replacement Players, too, must send in moves automatically when a player misses his moves; one miss, and the Replacement Player is off the Stand-by roster for that game; two misses, and he is off the entire Stand-by roster.

26. Missed Moves. -- A player may avoid missing moves by:
- Sending advance orders with current moves (particularly advance builds).
 - Mailing to the GM a preliminary set of orders just as soon as he receives the (zine (which orders can be amended before the deadline if need arises).
 - Mailing duplicate sets of orders on two different days to foil the P.O.'s habit of losing Dippy moves.
 - Keeping a current set of General Orders on file with the GM (rule #24).
 - Authorizing the GM to call him collect in the event the GM fails to receive his orders by the deadline (this will only be allowed if all players in a given game agree in writing to allow the GM to make such calls).
 - Mailing his orders far enough in advance to allow a little extra time for them to reach the GM before the deadline.
27. Drop-Outs. -- Don't be a drop-out, but if you must, remember the following:
- Game fee will not be refunded to a player who drops out of a game after the game has started (i.e., as soon as the roster has been published and/or the players informed of the initial deadline).
 - A player dropping out of a game may name his replacement, providing the replacement has already agreed and is not a player already in the game.
 - A player dropping out of a game will receive no further issues of the gameszine in which he was playing (unless, of course, he is still playing in other games in that 'zine).
 - A player dropping out of a game without informing the GM will be denied entry to further DIPLOMANIA family games.
 - A player dropping out of a game without informing the GM will forfeit all deposits held by the GM for that game.

XIII. Removals.

28. If a required removal order is not submitted, GM will remove unit(s) under the following criteria, which shall be applied in the order given until unit(s) to be removed by the GM have been determined:

- a. Furthest from home (determined by counting provinces).
- b. Fleet before Army.
- c. Non-supply-center province before supply-center province.
- d. North before south.
- e. East before west.

XIV. Victory Criterion.

29. For all Regular games in DIPLOPHOBIA, the victory criterion is 18 (or more) units (Armies and/or Fleets) on the board at the completion of a WINTER season. The victory criteria for Variants are stated in the rules for each specific Variant.

XV. Miscellaneous House-Rules Concerning Retreats.

30. A player who fails to submit SPRING move orders may still submit SUMMER retreat orders if any of his units are dislodged as a result of SPRING actions; a player who fails to submit FALL move orders may still submit AUTUMN retreat orders if any of his units are dislodged as a result of FALL actions.

31. The retreating units of a player who fails to submit legal retreat orders for them will be considered annihilated, and will be removed from the board by the GM. An order for a retreating unit to "fight to the death" will have the same effect.

32. Even though a player may have only one retreat available to a unit which is dislodged, he must submit a valid retreat order for that unit, or it will be considered annihilated and will be removed from the board by GM. The GM will not automatically retreat a unit which has only one possible retreat. Also, if two units are ordered, either by the same player or by different players, to the same province, they are both annihilated and are removed from the board by the GM. (Players can avoid such double-destructions through negotiations with each other as to just who is to retreat to where, or by not ordering one of the retreating units, or by ordering one of the retreating units to stand in place and "fight to the death".)

33. Retreats occur before builds; thus, if a player retreats into another player's supply center during an AUTUMN retreat season, he may build for that center.

34. Retreats may not be made by convoy.

35. Since, in most games, AUTUMN retreat orders and WINTER build/removal orders are asked for by the GM at the same time, a player, in such a case, who fails to submit a retreat order for a retreating unit (or who submits an invalid or illegal retreat order for the unit, or who orders the unit to "fight to the death") should remember to submit an additional build order to replace the retreating unit (which is considered annihilated). If he fails to submit such a build order, he will have to play a unit short during the following year. No "make-ups" will be allowed by the GM.

XVI. Miscellaneous H.R.'s Concerning Fleets and Convoys.

36. Fleets may support into multi-coastal provinces without regard to coast (e.g., F Gas (S) F WMe-Spa(SC) would be legal as F Gas could move to Spain, even though it could only move to Spa(NC) and not to Spa(SC); however, a Fleet in a multi-coastal province must consider what coast it is on as to whether or not its support would be legal (e.g., F Spa(SC) (S) F Bre-Gas would not be legal, as under no circumstances could the F Spa(SC) itself have moved to the province of Gascony -- and remember, a Fleet or Army can only support an attack upon a province to which it itself could have moved that turn). (Yes, we know that not allowing one but allowing the other is illogical; see DIPLOMANIA 14/15 for explanation.)

37. DIPLOMANIA does not recognize Brannan's Rule ("A convoy move does not cut support against the fleet in the body of water through which the army is convoyed last. When one of the fleets in the convoy-chain is dislodged, the attempted convoy does not cut any support at all.") because of the many side-effects to which this rule can lead. The second sentence in Brannan's Rule is merely a restatement of the rulebook rule: "If the fleet is dislodged in the move, the army may not move . . ."; if an army may not move, it may, of course, have no effect on the province to which it would have moved -- if a Fleet is knocked out of a convoy-chain, the convoy never takes place. This makes the first sentence (as we argued in DIPLOMANIA 14/15 superfluous) -- and, as the second sentence merely echoes the written rules in the rulebook, it, too is superfluous -- and therefore the entire "Brannan's Rule" is unnecessary, and merely adds confusion in some convoy situations.

38. Convoying between contiguous provinces (e.g., A Gas-Bre; F Mid (C) A Gas-Bre) is allowed, although it would serve no purpose without Brannan's Rule.

39. Convoying of support is not allowed.

40. Since, under rule #42, below, all exchanges of position are illegal, then such sophisticated maneuvers as Convoyed Exchanges (e.g., FRA: A Gas-Bre; A Bre-Gas; F Mid (C) A Bre-Gas), the Coastal Crawl (e.g., FRA: F Spa(NC)-Por; F Por-Spa(SC)), the Changing of the Guard (e.g., A Gas-Bre; F Bre-Gas), and the Crawling Retreat (e.g., ITA F Por, which was dislodged by FRENCH moves F Spa(SC)-Por, F Mid (S) F Spa(SC)-Por, retreats to Spa(NC)), will not be allowed in DIPLOMANIA family games.

XVII. Miscellaneous Rule Interpretations/Clarifications.

41. Miller's Rule (Revised) -- A unit which is dislodged may have no effect on the province from which the attack came. Examples of how this applies are as follows:

a. The unit which was dislodged could not stand off another unit attempting to enter the province from which the attack came ("Koning's Rule"). For example, in the situation GER: A Ber-Mun; FRA: A Mun-Ber, A Kie (S) A Mun-Ber, A Bur-Mun, the German attack on Munich does not succeed in standing off the French unit moving into Munich from Burgundy. This rule applies even if the unit moving into Munich belonged to a third power, and even if the piece dislodged from Berlin had been supported in its attack on Munich (with the Munich attack, of course, also having another support against Berlin) ("Well's Extension").

b. Any unit (other than the one dislodged by the attack) could retreat to the province from which the attack came during the following retreat season ("Turner's Extension"). For example, in the situation GER: A Ber-Mun; FRA: A Mun-Ber, A Kie (S) A Mun-Ber, any unit but GER A Ber could retreat to Munich during the upcoming retreat season.

c. Any support being given by the dislodged unit (even against the province from which the attack came) would be invalid ("Miller's Rule", or "Miller/Calhamer Solution to Boardman's Dilemma"). For example, in the situation FRA: A Bur (S) ITA A Mun-Ruh; GER: A Ber-Mun, A Ruh (S) A Ber-Mun; ITA: A Mun-Ruh; A Tyo-Mun, the Italian attack dislodges the German A Ruhr, which, under the Miller Rule, renders any support given by the German A Ruhr invalid. The German move A Ber-Mun therefore is unsupported, and this move and the Italian A Tyo-Mun stand each other off, 1-1. (Note, however, that a unit which is dislodged may still cut support being given by another unit; the fact that it is itself dislodged does not negate its support-cutting ability.)

42. Under no circumstances may two units exchange positions.

43. A country may not cut support being given by one of its own forces; nor may it force one of its own units to retreat by attacking it with support, or by supporting the unit of another country in an attack upon one of its own units. Note that this does not mean a player may not support the attack of another player against one of his own units -- only that this unit may not be dislodged by such an attack

(unless, of course, the other player has sufficient support, disregarding the support of the player whose piece is being attacked, to dislodge the attacked piece).

44. A single unit may avoid defeat by a superior force in only two cases: (a) When the single unit is attacked by two single units in an uncoordinated attack (e.g., GER: A Mun (H); ITA: A Tyo-Mun; A Boh-Mun; or, GER: A Mun (H); ITA: A Tyo-Mun; A-H: A Boh-Mun) or when the single unit is both attacking a province which is itself being attacked by an unsupported unit, and is itself being attacked (e.g., GER: A Mun-Tyo; ITA: A Ven-Tyo; A-H: A Boh-Mun); (b) When the single unit (rather, the province occupied by the single unit) is attacked by two superior but equal forces (e.g., GER: A Mun (H); FRA: A Bur (S) A Ruh-Mun; A Ruh-Mun; ITA: A Tyo-Mun; A Boh (S) A Tyo-Mun). This holds true even if the unit in the province being attacked attempts to move but is unsuccessful. A single unsupported unit may also stand off three or more units attacking individually, or three or more attacks of superior but equal force.

45. A player may stand off an enemy attack on a province by himself attacking that province with support equal to or greater than that of the enemy. This holds true even if the player standing off the enemy attack has a single unsupported unit in the province under attack, and, most importantly, even if that single unsupported unit had attempted unsuccessfully to move on the same turn as the attack. For example, ENG: A Kie-Ber; F Den-Kie; F Hol (S) F Den-Kie; F NtS-Den; F Hel (S) F NtS-Den; RUS: F Ska-Den; F Bal (S) F Ska-Den; A Ber-Kie. (We do not, then, follow the "Chalker Rule", which would have allowed the Russian move F Ska-Den to succeed.)

46. Occupation of a supply center is established only when a player has a unit in it at the completion of a FALL season, complete with AUTUMN retreats, if any.

XVIII. Miscellaneous House-Rules.

47. All decisions of the Gamesmaster are final (except that we will correct obvious and demonstrable errors if brought to our attention no later than the deadline following the publication of the issue in which the errors occurred). The GM may answer questions about interpretations of rules, etc., but may give no information about the strategies, etc. of the players while the game is in progress.

48. Precedents, once set in a game, will be followed throughout.

49. A player may not send in orders to the GM under another player's name, or otherwise deceive the GM in any way, shape, or form. A player found deceiving the GM will be immediately removed from all games in magazines in the DIPLOMANIA family, and will be refused admission to any future games in DIPLOMANIA 'zines.

50. At his discretion, the GM may collect retreats by phone; the same applies for builds and removals.

51. If every player in a game agrees in writing, the GM will phone a player collect if his moves have not been received by the time of the deadline.

52. For Variants only -- While the GM generally frowns upon changes to rules after a game is in progress, it sometimes happens that a major point has been overlooked during the formulation of the rules to a Variant, which does not become apparent until the game is under way. In such a case, the GM reserves the right to publish a suggested rule-change which will correct the flaw in the original rules. However, to be fair to all players, one objection by a player to a suggested rule-change will result in the suggested change being abandoned, and the game continuing under the original rules. (Note that this rule does not apply to game DMK.)

(Thus endeth the revised edition of the DIPLOMANIA House-Rules!)

REGULAR POSTAL DIPLOMACY GAMES CURRENTLY IN PROGRESS

This list is extracted (and updated) from the listing of Regular Postal Diplomacy games published in DIPLOMANIA 24/25. Information given below for each game includes the name of the magazine in which the game currently resides, and the year in which the battle is currently (according to our latest information) taking place. (Parentheses around the year indicate our information is quite old, and the game has undoubtedly progressed far beyond this point, if not finished, by now; information is needed on these games to bring this list up to date.) The game-designation of the magazine in which the game is taking place is also given (if any). An asterisk in front of the Boardman designation means status of magazine and game are as of this moment unknown -- may have folded. Corrections to this listing are welcome.

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|--|---|
| 1965C -- WILD 'N WOOLY (1965KM); 1918. | 1968D -- DIPLOPHOBIA (PVC); 1907. |
| 1966C -- WILD 'N WOOLY (1966KL); 1912. | E -- DIPLOPHOBIA (PWC); 1907. |
| T -- DIPLOPHOBIA (PFC); 1913. | G -- GRAUSTARK; 1912. |
| * X -- (needs a home); 1908. | H -- EFGIART/PUGET SOUND GAZETTE; 1907. |
| Z -- WILD 'N WOOLY (1966KQ); 1909. | I -- A.D.A.G.; 1906. |
| AT -- DIPLOPHOBIA (PIC); 1912. | K -- SERENDIP (re22); 1906. |
| BD -- DIPLOPHOBIA (PKC); 1911. | L -- DIPLOPHOBIA (PXC); 1907. |
| BL -- KALMAR (1966KR); 1906. | M -- DIPLOPHOBIA (PYC); 1906. |
| BM -- KALMAR (1966KS); 1907. | N -- COSTAGUANA (#1); 1905. |
| BN -- KALMAR (1966KT); 1907. | O -- COSTAGUANA (#2); 1905. |
| BO -- KALMAR (1966KV); 1908. | * Q -- XANADU (#1); (1907). |
| | * T -- XANADU (#2); (1906). |
| | * U -- XANADU (#3); (1906). |
| 1967A -- TRANTOR/STAB (T-III); 1916. | V -- DIPLOPHOBIA (PZC); 1906. |
| B -- DIPLOPHOBIA (PLC); 1911. | W -- SERENDIP (re24); 1906. |
| J -- CEREBRAL NEBULA/PUGET SOUND GAZETTE (CN-1); 1906. | X -- XENOGOGIC (X-13); 1906. |
| L -- WILD 'N WOOLY (1967KY); 1906. | Y -- XENOGOGIC (X-16); 1906. |
| O -- XENOGOGIC (X-1); 1911. | Z -- CEREBRAL NEBULA/PUGET SOUND GAZETTE (CN-4); 1903. |
| T -- CEREBRAL NEBULA/PUGET SOUND GAZETTE (CN-2); 1907. | AA -- THE LOST ONES/PUGET SOUND GAZETTE (TLO #2); 1904. |
| U -- GRAUSTARK; 1922. | AB -- VALHALLA/STAB (#1); 1907. |
| W -- XENOGOGIC (X-6); 1911. | AD -- MASSIF/STAB (M-IV); 1904. |
| Y -- XENOGOGIC (X-10); 1910. | AE -- ORTHANG/STAB (O-L); 1904. |
| AA -- SERENDIP (re15); 1909. | AF -- COSTAGUANA (#3); 1903. |
| AB -- KALMAR (1967KR); 1905. | AG -- SERENDIP (re25); 1905. |
| * AD -- LONELY MOUNTAIN; (1903). | * AH -- LITTLE BROTHER (BB#9); (?). |
| AE -- INTERNATIONAL ENQUIRER; 1904. | * AI -- GLOCKORLA (GCC); 1902. |
| AH -- SERENDIP (re21); 1908. | AJ -- SERENDIP (E-9); 1904. |
| AL -- DIPLOPHOBIA (PQC); 1909. | AK -- A.D.A.G.; 1904. |
| AO -- A.D.A.G. (E-1); 1909. | * AM -- XANADU (#4); (1903). |
| AP -- DIPLOPHOBIA (PRC); 1908. | * AN -- GLOCKORLA (GDC); 1902. |
| AR -- XENOGOGIC (X-12); 1909. | AO -- XENOGOGIC (X-17); 1904. |
| AS -- A.D.A.G.; 1907. | AP -- POLASKA I (BC#1); 1905. |
| AV -- INTERNATIONAL ENQUIRER; 1904. | AQ -- POLASKA I (BC#2); 1904. |
| AX -- A.D.A.G.; 1908. | AR -- POLASKA I (BC#3); 1904. |
| * AZ -- JUTLAND JOLLIES/STAB (J.J.#3); (1905). | AS -- POLASKA I (BC#4); 1904. |
| BB -- DIPLOPHOBIA (PTC); 1908. | AT -- POLASKA I (BC#5); 1904. |
| BC -- EFGIART/PUGET SOUND GAZETTE; 1907. | AU -- POLASKA I (BC#6); 1904. |
| | AV -- A.D.A.G.; 1903. |
| 1968A -- TRANTOR/STAB (T-IV); 1907. | AW -- COSTAGUANA (#4); 1903. |
| B -- THE LOST ONES/PUGET SOUND GAZETTE (TLO #1); 1904. | AX -- COSTAGUANA (#5); 1902. |
| C -- DIPLOPHOBIA (PUC); 1907. | AY -- LA GUERRE (LRF); 1907. |
| | AZ -- LA GUERRE (LRG); 1907. |
| | BA -- SERENDIP; 1904. |
| | * BB -- MINIPAX (BB#10); (?). |

1968BC - DIPLODEUR I; (?).

BE - POLASKA I (BC#7); 1903.

BF - POLASKA I (BC#8); 1904.

BG - POLASKA I (BC#9); 1903.

BH - POLASKA I (BC#10); 1903.

BI - POLASKA I (BC#11); 1903.

BJ - POLASKA I (BC#12); 1904.

BK - POLASKA I (BC#13); 1903.

BL - POLASKA I (BC#14); 1903.

BM - POLASKA I (BC#15); 1904.

BN - POLASKA I (BC#16); 1904.

BO - POLASKA I (BC#17); 1903.

BP - POLASKA I (BC#18); 1903.

BQ - POLASKA I (BC#19); 1903.

BR - VERBAL CHAOS, LTD.; 1905.

BS - COSTAGUANA (#6); 1902.

BT - AEOLUS (#3); (1901).

BU - LA GUERRE (LRH); 1904.

BV - SAWGRASS RETORT; 1904.

* BW - DIES IRAE (#1); (?).

BX - SPALD, JR. (#1); 1906.

* BY - 1984 (BE#11); (?).

BZ - SERENDIP (EL1); 1904.

CA - RAGNAROK (A); 1905.

CB - RAGNAROK (B); 1905.

CC - RAGNAROK (C); 1905.

CD - XENOGOGIC (X-18); 1903.

* CE - DIES IRAE (#2); (?).

CF - COSTAGUANA (#7); 1902.

CG - EFGIART/PUGET SOUND GAZETTE;
1902.

CH - GRAUSTARK; 1907.

CI - GRAUSTARK; 1906.

CJ - LA GUERRE (LRI); 1905.

CK - BIG BROTHER (BE#12); (?).

CL - GRAUSTARK; 1906.

CM - THE VOICE (TV-A); 1905.

* CN - XANADU (#5); (?).

CO - SPALD, JR. (#2); 1904.

CP - COSTAGUANA (#8); 1901.

CR - NEMEDIAN CHRONICLES (#1); (1909).

CS - NEMEDIAN CHRONICLES (#2); (1907).

CW -

CX -

1969A -- INTERNATIONAL ENQUIRER; 1901.

B -- THE VOICE (TV-B); 1904.

C -- BROBDINGNAG-3 (ACA); 1904.

D -- RAGNAROK (D); 1903.

E -- RAGNAROK (E); 1903.

F -- BROBDINGNAG-3 (ABA); 1904.

G -- EREHWON; (1902).

H -- HALF 'N HALF/LONELY MOUNTAIN;
1903.

I -- SHANGRI LA/DIPLOPHOBIA (LRJ);
1904.

J -- SHANGRI LA/DIPLOPHOBIA (LRK);
1903.

K -- THE DIPLOMAT (TD-2); 1902.

1969L -- THE DIPLOMAT (TD-3); 1902.

M -- BROBDINGNAG-3 (ADA); 1903.

O -- THE LOST ONES/PUGET SOUND GA-
ZETTE (TLO-3); 1901.

P -- THE VOICE (TV-C); 1902.

Q -- DOUBLE-CROSS/LONELY MOUNTAIN;
1902.

* R -- LIMBOURG GAZETTE (#1); (1901).

* S -- LIMBOURG GAZETTE (#2); (1901).

T -- ATTAQUER (#1); 1901.

U -- ATTAQUER (#2); 1902.

V -- COSTAGUANA (#9); 1901.

W -- COSTAGUANA (#10); 1901.

X -- SPALD, JR. (#4); 1903.

Y -- SPALD, JR. (#5); 1902.

Z -- SERENDIP; (1901).

AA - HALF 'N HALF/LONELY MOUNTAIN;
1900.

AB - BROBDINGNAG-3 (BBA); 1901.

AC - DIPLODEUR-II; (?).

* AD - LIMBOURG GAZETTE (#3); (1900).

AE - LIASONS DANGEREUSES (#1); 1902.

* AF - LIMBOURG GAZETTE (#4); (1900).

AG - POLASKA II (BC#20); ?.

AH - POLASKA II (BC#21); ?.

AI - POLASKA II (BC#22); ?.

AJ - POLASKA II (BC#23); ?.

AK - POLASKA II (BC#24); ?.

AL - POLASKA II (BC#25); ?.

AM - POLASKA II (BC#26); ?.

AN - POLASKA II (BC#27); ?.

AO - POLASKA II (BC#28); ?.

AP - POLASKA II (BC#29); ?.

AQ - POLASKA II (BC#30); ?.

AR - POLASKA II (BC#31); ?.

AS - POLASKA II (BC#32); ?.

AT - POLASKA II (BC#33); ?.

AU - POLASKA II (BC#34); ?.

AV - POLASKA II (BC#35); ?.

AW - POLASKA II (BC#36); ?.

AX - THE VOICE (TV-D); 1901.

AY - LIASONS DANGEREUSES (#2); 1902.

AZ - LIASONS DANGEREUSES (#3); 1901.

BA - ORODRUIN/LONELY MOUNTAIN; 1901.

BE -

BC -

BD -

BE -

BF - RAGNAROK (F); 1901.

BG -

BH -

BI -

BJ -

BK -

BL -

BM -

BN -

BO -

BP -

Note that the preceding list does not include the following Regular games, which have not yet been assigned Boardman Nos. by Koning:

LA GUERRE game LRA; 1914.	ATTAQUER game #3; 1900.
VERBAL CHAOS LTD. game #2; 1901.	GLORY ROAD game #1; 1902.
VERBAL CHAOS LTD. game #3; 1900.	GLORY ROAD game #2; 1900.
ALBION game 69/1; 1901.	GRAUSTARK game; 1901.
LIASONS DANGERESUES game #4; 1901.	DIPLOPHOBIA game QAC; 1900.

Game 1966X used to be in MISKATONIC UNIVERSITY. Ed Halle offered to take this game over from Swenson, but no word since on this game. ##### KALMAR games recently started appearing in WILD 'N WOOLY, but we've seen neither 'zine for a long time. ##### Oh, yes -- when two titles appear in the above list separated by a slant (/), the first title is a subzine, the second the 'zine of which the subzine is a part. ##### SERENDIP is a temporary haven for most of the EREHWON games; these games will probably return to EREHWON eventually. ##### Any info on game 1967AD? We assume this game was abandoned for some reason. ##### INTERNATIONAL ENQUIRER and COSTA-GUANA have not been seen for some time, but we have not yet abandoned hope.... ##### XANADU and LIMBOURG GAZETTE are supposed to have folded; we understand the XANADU games were, and the L.G. games are, being continued via carbon copy, but no recent word on the state of the XANADU games. ##### GLOCKORLA games were supposed to have been turned over to us, but we have yet to see them. ##### No word at all on status/fate of DIES IRAE and its games. ##### NEMEDIAN CHRONICLES is supposed to resume publication this fall.

Changes to "Regular Diplomacy Games -- A Listing" (DIPLOMANIA 24/25) --

Additions to list and changes in game-year can be obtained by mulling through the preceding list of active games. Completed games (since publication of listing) and other changes are as follows:

Completed Games/Cancellations, etc. --

1965P -- <u>Won</u> ?22, Hank Reinhardt, ITA.	1967AQ -- <u>Won</u> W08, Buddy Tretick, RUS.
1966AH -- <u>Drawn</u> F10 (Larry St.Cyr, A-H; Larry Peery, FRA; Charles Turner, ITA).	1967AW -- <u>Won</u> ?C7, Doug Beyerlein, RUS.
1966AS -- <u>Won</u> W11, Jack Greene, TUR.	1967BA -- <u>Won</u> F10, Charles Reinsel, FRA.
1967N -- <u>Won</u> W09, Eugene Prosnitz, ITA.	1967BD -- (See 1967ATbq).
1967AJ -- <u>Won</u> W08, John Smythe, TUR.	1968F -- <u>Won</u> S10, Eugene Prosnitz, RUS.
	1968AC -- <u>Won</u> F07, Edi Birsan, TUR.
	1968CT -- <u>Postponed</u> .

Changes to "Variant Games Currently in Progress" (DIPLOMANIA 24/25) --

These changes should also be applied, as appropriate, to complete listing of Variant Postal Diplomacy Games which appeared in DIPLOMANIA #22.

Completed Games/Cancellations, etc. -- (Delete from Current Game Listing) --

1966ABY -- <u>Won</u> W09, Frank Clark, FRA.	1968Lbp -- <u>Suspended</u> at players' request.
1967ANbh -- <u>Won</u> ?56, Hal Naus, CZECHO-POLSKA, by GM declaration.	1968Obs -- <u>Suspended</u> because of inactivity.
1968Kbo -- <u>Won</u> ?, Hal Naus, YUGOSLAVIA.	1968ABcg -- <u>Suspended</u> by GM with folding of gameszine.

Additions to Listing --

1968ACv -- HOSTIGOS (Napoleonic Diplomacy).
 1969Lbv -- BLACK SANDS (Parlement, Revised).
 1969Maj -- THANGORODRIM (Mordor-Versus-the-World III).
 1969Nr -- THANGORODRIM (Indianomacy II).
 1969Os -- THANGORODRIM (Scottomacy).
 1969Pce -- FANTASIA, game FOH (Mordor-Versus-the-World IV).
 1969Qbh -- TS-II (Brave New World).

Miscellaneous Changes --

Under 1966CF, 1966HF, 1966WF, 1967Cai, and 1967Fv, change "DIPLOPHOBIA" to "LETHE".
 Under 1968Xby, change "(2001 A.D.)" to "(Der Turnerschneitzel)".
 Under 1968Wbx, delete asterisk.

Since new McDuffie game will be called "Napoleonic Diplomacy", change name of games 1966Yv, 1966Alv, 1967Fv, 1967Iv, 1968Pv, 1968ACv, & 1968Fv to "Calhamer 5-Man Game".

UNETHICAL PRACTICES IN POSTAL DIPLOMACY

by Jared Johnson

It is not the purpose of this article to present a comprehensive discussion on unethical practices in Postal Diplomacy, since I haven't had that much experience with the PBM game. I am writing this just to get things started for someone else to continue.

In early April Fred Davis sent me his comments on my first article on unethical over-the-board practices, and stated he was in favor of a similar article for Postal Diplomacy. He had two specific suggestions regarding Postal play:

1. "Any Diplomacy communications between players, except for the most mechanical of reports, should be sent by first class mail in sealed envelopes."
2. "Any communications from any player to any other player(s) must have the proper return address of the sender thereon."

I recommend that Diplomacy players, gamesmasters in particular, send in their comments on Mr. Davis's proposed PBM rules. I, myself, am not too enthusiastic about these suggestions. First of all, I see nothing wrong with postcards, providing one uses good taste in what he writes. I know of several cases in which persons have received "propaganda" on postcards which might have been somewhat embarrassing for them had other members of their family read it while bringing in the mail. Also, what is wrong with anonymous propaganda? Much of it is anonymous in the press releases anyway -- or else it might be propaganda with a false name signed. A player can even go to the trouble of arranging to have his anonymous letters mailed from some far away place to avoid any postmark give-away. Or, how about going to the trouble of typing up a letter, forging another player's signature, and arranging to have it mailed from that player's home town or State?

Of course, there is the often-discussed subject of players who do not reply to letters. But, is this really unethical? I would say it is stupid, but not unethical. In the one game of PBM Diplomacy in which I am presently engaged I am more peeved at one of my "allies" who has not responded to any of my last three letters than I am at the double-crosser who is invading my country. In fact, one of my letters even offered to sell out to my ally and evacuate to him as many supply centers as possible, just to get even with the double-crosser -- but no reply. He did not even send in orders last time. My enthusiasm for the sell-out idea has been considerably dampened.

More than any other PBM rule I favor the general rule established by many gamesmasters: players may use any methods possible to deceive each other, but they may not deceive the gamesmaster.

As I said above, I don't intend for this to be a comprehensive article. Comments are welcome. Send them to me at Apt. 106W, Yorktown West, 1250 Columbia Ave., Philadelphia, Penna., 19122. Or, send them to Don Miller for publication in DIPLOMANIA. ((Yeah! --ed.)) OR, write an article on unethical practices in Postal Diplomacy. ((Yes, please do -- comprehensive article on unethical practices in Postal Diplomacy sorely needed for next DIPLOMANIA. --ed.))

((All of the discussion -- what there has been of it -- so far in re the "ethics" of Postal and OTB Diplomacy -- have been from the standpoint of the ethicality of actions taken by the players. But what about the other side of it? What about the ethicality of actions taken by the Gamesmaster? What do the readers consider to be unethical practices of Gamesmasters (without naming names) which might come up for consideration while we are on the subject of "ethics"? Perhaps someone out there would like to write an article on the ethics (or lack thereof) of the Gamesmaster? (Concentrating on Postal play, please.) Such an article might be very eye-opening for us Gamesmasters -- we might be doing some things you feel are unethical without being aware of it....

And then some of you might write concerning practices of Gamesmasters which, while not unethical, still bother, irritate, upset, infuriate, etc. you. Now's your chance to speak your mind, so let's hear from you.... --DLM))

A SHORT LIST OF ACTIVE POSTAL DIPLOMACY MAGAZINES

(("R" indicates 'zine is devoted to Regular Diplomacy only; "v" indicates presence of Variant Diplomacy game(s); "Rv" denotes presence of both types of games in 'zine; "G" indicates Diplomacy "genzine" (no games); "s/" denotes subscription rate for 'zine; "g/" indicates game-fee and presence (to the best of our knowledge; better check with publisher before sending money where "(?)" follows entry) of one or more open games. Note that almost all 'zines need "replacement" players, mostly with no fee required if replacement player is a subscriber, trader, or player in 'zine already. Issue numbers or dates when shown indicate only issues we have in our collection, and not necessarily all issues published. (If anyone has any issues of these 'zines we are missing, we'd be glad to buy them from you.) Game-designations are for Variant games when a lower-case letter is present in designation, and for Regular games when no lower-case letter is present. Magazine title preceded by a "@" is a newly-announced title not yet published; title preceded by "*" indicates 'zine is a member of the NFFF Games Bureau Diplomacy Division (if your 'zine is not in the Division, write Rod Walker for info on joining (address below)); title preceded by "ø" indicates 'zine is a member of IFW Diplomacy Division; title enclosed in parens is one we have not heard from for some time (since last issue of DIPLOMANIA) ('zine may have folded; will be dropped next listing if not heard from by then). Where openings exist, type of game will be shown when known to us. Corrections to this listing are requested.))

- *A DROITE A GAUCHE (A.D.A.G.) -- Hal Naus, 1011 Barrett Ave., Chula Vista, Cal., 92010. Games 1967AO, 1967AS, 1967AX, 1968I, 1968AK, 1968AV; R; s/10/\$1 (GB: 12/\$1); issues 1-41; ditto. W.C.D.F. affiliate.
- (AEOLUS) -- Monte Zelazny, P.O. Box 1062, Melbourne, Fla., 32901. Game 1968BT (#3); R; s/15¢ ea.; g/\$3 (?); #'s 1-8; mimeo.
- *AERLION -- Eduard Hälle, P.O. Box 903, Gainesville, Florida, 32601. No games yet; v; s/?; g/\$5 (Cryptomacy); #'s 0.5, 0.5A; mimeo.
- *ALBION -- Don Turnbull, 6 St. George's Ave., Timperley, Cheshire, U.K. Game 1969? (69/I); R; s/6d ea. U.K., ? overseas; g/(?); #'s 1,2; mimeo. AHKS 'zine. Recom'd.
- ø*ASTRA -- (#'s 1-6; see HYDROPHOBIA).
- ø*ATLANTIS -- Rod Walker, 4309 Adams Ave., San Diego, Cal., 92116. Games 1966AHab, 1967Mab, 1967Qaq, 1967AJaq; v; s/10/\$1; #'s 1-10; mimeo.
- *ATTAQUER -- Don Cowan, 1605 8th Ave., S.W., Decatur, Ala., 35601. Games 1969T (#1); 1969U (#2); 1969? (#3); R; s/10/\$2; g/\$5 (\$4 G.B., \$3 players in 1969T and players new to Postal Diplomacy); #'s 1-5; mimeo. Recommended.
- ø*AUX ARMES! -- Don Miller, 12315 Judson Rd., Wheaton, Md., 20906. Game 1968Qbt (DMK); v; s/30¢ ea., 4/\$1 (G.B. 25¢ ea., 5/\$1); g/\$1 ("off-board" positions in DMK, the awesomely-complex game of Hypereconomic Diplomacy); #'s 1-6; mimeo.
- *BABEL -- Don Cowan. No games yet; v; s/10/\$1; g/\$4 (G.B. \$3) (Blitzkrieg Diplomacy, Game of Anonymity, Calhamer 5-Man Game); #1; mimeo.
- ø*BARAD-DUR -- (#'s 1-48; see HYDROPHOBIA).
- BIG BROTHER -- Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214. Game 1968CK (#12); R; s/none; #'s 8,11-20, & 18/4/66; ditto.
- *BLACK SANDS -- (See LONELY MOUNTAIN).
- ø*BLEFESCU -- Rod Walker. Games 1966Yv (1966AR), 1966ALv (1966BE), 1967Iv (1967G), 1968Pv (1968CV), 1969Fv (1969N); v; s/10/\$1; g/\$4 (G.B. or IFW \$3) (Calhamer 5-Man Game); #'s 1-6; mimeo.
- *BROBDINGNAG-3 -- Ed Hälle. Games 1969C (ACA), 1969F (ABA), 1969M (ADA), 1969AB (BBA); R; s/10/\$1.50; #'s 91-99; mimeo. Highly Recommended.
- *CEREBRAL NEBULA -- (#'s 1-3,15; see PUGET SOUND GAZETTE).
- ø*CHAOS -- (#'s 1-4; see HYDROPHOBIA).
- (COSTAGUANA) -- Conrad Von Metzke, 4570 Wilson Ave., Apt. D, San Diego, Cal., 92116. Games 1968N (#1), 1968O (#2), 1968AF (#3), 1968AW (#4), 1968AX (#5), 1968BS (#6), 1968CF (#7), 1968CP (#8), 1969V (#9), 1969W (#10); R; s/17/\$1; g/\$5 (?); #'s I:1,2, 18,20; II:1-9; III:1-16; ditto.

- DIPOLEUR I -- Bob Johnson, Apt. 20-U, Howard Dr., Bergenfield, N.J., 07621. Game 1968BC; R/s/none; no issues on hand. AHIKS 'zine.
- DIPOLEUR II -- Bob Johnson. Game 1969AC; R; s/none; no iss. o.h. AHIKS 'zine.
- DIPOLEUR III -- Bob Johnson. Game 1969Bca; v; s/none; no iss o.h. AHIKS 'zine.
- *DIPLOMANIA -- Don Miller. No games; G; s/35¢ ea., 4/\$1.25 (G.B. 35¢ ea., 4/\$1.10) (double-issues are 60¢ ea. (G.B. 50¢)); #'s 1-26; mimeo. Recommended.
- *THE DIPLOMAT -- Eric Just, Box 131, Paoli, Okla., 73074. Games 1969K, 1969L; R; s/10/\$1.50 (G.B. 10/\$1); g/\$5 (G.B. \$4); #'s 15-18, 20-28; ditto.
- *DIPLOPHOBIA -- Don Miller. Games 1966T (PFC), 1966AT (PIC), 1966BD (PKC), 1967B (PLC), 1967AL (PQC), 1967AP (PRC), 1967BE (PTC), 1968C (PUC), 1968D (PVC), 1968E (PWC), 1968L (PXC), 1968M (PYC), 1968V (PZC), 1969? (QAC); also includes sub-zine SHANGRI-LA with games 1969I (LRJ), 1969J (LRK); R; s/15¢ ea., 10/\$1.25 (G.B. 12¢ ea., 10/\$1.10); g/\$5 (\$1 off if already playing in game in 'zine, another \$1 off if G.B. Regular member, another 50¢ off if IFW member); #'s 1-53; mimeo.
- *DIPSOMANIA -- (#'s 1-28½; see HYDROPHOBIA).
- *DOUBLE-CROSS -- (See LONELY MOUNTAIN).
- *EFGIART -- (#'s 2-7, 9, 11, 12; see PUGET SOUND GAZETTE).
- *ENTMCOOT -- Don Cowan. No games yet; v; s/10/\$1.50; g/\$4.50 (G.B. \$4) (Scotice Scripti, Aberration I, Aberration II (fee 50¢ more)); #1; mimeo.
- *EREHWON -- Rod Walker. All games but game 1969G (which is going on via carbon-copy) temporarily being run in SERENDIP (see entry under "SERENDIP"); R; s/10/\$3 (G.B. 10/\$2.50); g/free ("Diplomacy Widows" game only); #'s I:1-10, II:1-10, III:1-10; mimeo. Recommended highly when it starts coming out again.
- *FANTASIA -- (#'s 1-29; see HYDROPHOBIA).
- *FRITZ'S FOLLIES -- Don Miller. Game 1967AMbg (GBB); v; s/none (carbon-copy 'zine).
- GLORY ROAD -- Don Cowan (GM: Mari St. Cyr). Games 1969? (#1), 1969? (#2); R; s/10/\$1; #1; mimeo. Includes former DUNEVEGAN games.
- GRAUSTARK -- John Boardman, 592 16th St., Brooklyn, N.Y., 11218. Games 1967U, 1968G, 1968CH, 1968CI, 1968CL, 1969?; R; s/10/\$1; #'s 1, 11, 12, 19, 21, 25, 31, 43-191; mimeo. The oldest Postal Dippy 'zine. Recommended (unless allergic to political discussion).
- *HALF 'N HALF -- (See LONELY MOUNTAIN).
- HOSTIGOS -- Michael Childers, P.O. Box 316, San Marcos, Texas, 78666. Games 1968Ybz, 1968ACv; v; s/10/\$1; g/\$4 (Verrat); #'s 1-1-5, 1-1-8; mimeo.
- *HYDROPHOBIA -- Don Miller. Includes Sub-'zines ASTRA (game 1967Yav (SCC)), BARADUR (game 1966No (DFF)), CHAOS (game 1967Xav (SBB)), DIPSOMANIA (games 1966Dg (DEB), 1967Aag (DIH)), FANTASIA (games 1966Act (FKF), 1969Ice (FMH), 1969Pce (FOH)), HYSTERIA (games 1966Rr (PHD), 1966Ss (FIE)), SCHIZOPHRENIA (game 1966Jl (DDD)), SUPERCALIFRAGILISTICEXPIALIDOCIOUS (games 1966Op (SAA), 1967AAay (SEE)); v; s/15¢ ea., 10/\$1.25 (G.B. 12¢ ea., 10/1.10); g/\$5 (\$1 off if already playing in game in 'zine, another \$1 off if G.B. Regular member, another 50¢ off if IFW member) (opening in Scotice Scripti only, in HYSTERIA); #'s 1-7; mimeo.
- *HYSTERIA -- (#'s 1-4; see HYDROPHOBIA).
- (INTERNATIONAL ENQUIRER) -- Cliff Olilla, 1501 11th Ave., South, Apt. #6, Minneapolis, Minn., 55404. With Ken Fletcher. Games 1967AE, 1967AV, 1969A; R; s/10/\$1.50; g/\$3 1st, \$1.50 ea. add'l & to subbers (?); #'s I:1-10, II:1-3; ditto. Humorzine.
- *(JUTLAND JOLLIES) -- (#'s 1-16; see STAB).
- (KALMAR) -- Dan Brannan, 1148½ North Mariposa, Los Angeles, Cal., 90029. With Christina Brannan. Games 1966BL (1966KR), 1966BM (1966KS), 1966BN (1966KT), 1966BO (1966KV), 1967AB (1967KR); R; s/10/\$1; #'s 1-10; ditto.
- *LA GUERRE -- Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906. Games 1968AY (LRF), 1968AZ (LRG), 1968BU (LRH), 1968CJ (LRI), 1968? (LRA), 1968Abr (LHA), 1968Bbk (LKA), 1968Mbk (LKC), 1968Obs (LHC), 1968Vbw (LHD), 1968AAf (LRE), 1969Jbk (LKD), 1969Kcf (LSA); Rv; s/none; #'s 1-24? partially on hand. Xerox.
- (LAURANIA) -- John McCallum, %P&M Section SES, Ralston, Alberta, Canada. No games; G; s/100 pgs. for \$1, 10¢ ea. (20¢ if over 10 pp.); #1; mimeo. Highly Recommended.

- *LETHE -- Don Miller. Includes Sub-'zines LIMBO (games 1966Cf (DAA), 1966Hf (DGA), 1966Wf (DGA)), VARIOSO (games 1967Cai (DKJ), 1967Fv (PME)); v; s/10¢ ea., 10/90¢ (G.B. 8¢ ea., 10/75¢); #1; mimeo.
- *LIASONS DANGEREUSES -- Lenard Lakofka, 1806 N. Richmond St., Chicago, Ill., 60647. With Bill Hoyer. Games 1969AE (#1), 1969? (#2), 1969? (#3), 1969? (#4); R; s/20/\$2.25; g/\$3 1st, \$2 ea. add'l (IFW \$2.25/\$1.25, subbers to Rod Walker 'zines \$2.50/\$1.50); #'s 3,4; mimeo.
- *LIMBO -- (#'s 1-6; see LETHE).
- LITTLE BROTHER -- Charles Reinsel. Game 1968AH (BB #9); no further info; no ish o.h.
- *LONELY MOUNTAIN -- Terry Kuch, 4242 East-West Highway, Chevy Chase, Md., 20015. (Pub. by Charles Wells) Includes Sub-zines DOUBLE-CROSS (GM Charles Wells, 3021 Washington Blvd., Cleveland, Ohio, 44118; games 1969Q, 1968Sbv, 1969Dbv), BLACK SANDS (GM Dave Johnston, 5451 Rockwood Rd., Columbus, Ohio, 43219; game 1969Lbv), HALF 'N HALF (GM Dave Lindsay, 2245 Fairmont Pkwy., Erie, Pa., 16510; games 1969H, 1969AA, 1969Ebv), ORODRUIN (GM Sid Cochran, 805 Citizens National Bank Bldg., Tyler, Texas, 75701; game 1969?), THULCANDRA (GM Terry Kuch; no games yet); Rv; s/10¢ ea.; g/\$3 (to individual GM) (BLACK SANDS: Parlement (Rev.), THULCANDRA: Regular); #'s 1-48; ditto. Recommended.
- *LOMOKOME -- Rod Walker. Games 1966AFaa, 1966AGaa, 1966AKaa, 1967Naa, 1967Uam, 1967AKam, 1967ARam, 1968Gam, 1968Tam, 1968Uam; v; s/10/\$2; #'s 1-8; mimeo. Recom'd.
- *THE LOST ONES -- (#'s 1,2,6,9,10,5; see PUGET SOUND GAZETTE).
- *MASSIF -- (#'s 1-75; see STAB).
- MINIFAX -- Charles Reinsel. Game 1968BB (BB #10); no other info; no ish on hand.
- *(NEMEDIAN CHRONICLES) -- Norman Zinkhan, %General Delivery, Fort Churchill, Manitoba, Canada. Games 1968CR (#1), 1968CS (#2); s/2/15¢; g/\$2 (?); #10; mimeo.
- 1984 -- Charles Reinsel. Game 1968BV (BB #11); no other info; no ish on hand.
- NOVA -- Don Cowan. No games; G; s/free to subbers to other Cowanzines, 5/60¢ or 10/\$1 to others; #1; mimeo.
- *THE OZ FREE PRESS -- Rod Walker. No games yet; v; s/?; g/? (Auto-Diplomacy); #'s 4,5;
- @(OLYMPIA) -- Rich Rubin, 8580 N. Point Dr., Milwaukee, Wisc., 53217. No games yet; s/?; Rv; g/(?); no issues on hand; mimeo.
- *ORODRUIN -- (See LONELY MOUNTAIN).
- *ORTHANC -- (#'s 11-63; see STAB).
- @PEERIGOGIC-II -- Larry Peery. No games yet; v; s/10/\$2; g/\$3 (Godawful Game); none oh.
- PEERIMANIA -- Larry Peery, 4567 Virginia Ave., San Diego, Cal., 92115. Game 1968Wbx; v; s/10/\$2; g/\$1; #'s 1; 8.0, 30/7/69; ditto.
- (PLAYPEERI) -- Larry Peery. Game 1968Xby; v; s/10/\$2; no ish on hand; ditto.
- POLAKSA I -- Dan Evans, 3405 Westchester, Bakersfield, Cal., 93309; games 1968AP (BC #1) thru 1968AU (BC #6), 1968BE (BC #7) thru 1968BQ (BC #19); R; no other info; no issues on hand. March of Dimes Tournament 'Zine.
- POLASKA II -- Dan Evans. Games 1969AG (BC #20) thru 1969AW (BC #36); R; no other info; no issues on hand. National Diplomacy Championship Tournament 'Zine.
- *PUGET SOUND GAZETTE -- Hal Naus. Includes Sub-'zines CEREBRAL NEBULA (games 1967J (CN-1), 1967T (CN-2), 1968Z (CN-4)), EFGIART (games 1967BC, 1968H, 1968CG), THE LOST ONES (games 1968B (TLO #1), 1968AA (#2), 19690 (#3); R; s/10/\$1 (G.B. 12/\$1); #'s 1-3; ditto. W.C.D.F. Affiliate.
- RAGNAROK -- John Koning, 318 South Belle Vista, Youngstown, Ohio, 44509. Games 1968CA (A), 1968CB (B), 1968CC (C), 1969D (D), 1969E (E), 1969? (F); R; s/12/\$1.25; g/\$3 1st, \$1 ea. add'l; #'s 1-7; mimeo.
- SAWGRASS RETORT -- Monte Zelazny. Game 1968BV (AEOLUS #4); R; s/10¢ ea.; #1; mimeo.
- *SCHIZOPHRENIA -- (#'s 1-5; see HYDROPHOBIA).
- SERENDIP -- John McCallum. Temporary haven for EREHWON games 1967AA, 1967AH, 1968K, 1968W, 1968AG, 1968AJ, 1968BA, 1968BZ, 1969Z; R; s/100 pgs. for \$1.00, 10¢ ea.; #'s 1-12; mimeo.
- *SHANGRI-LA -- (#1; see DIPLOPHOBIA).
- *SPALD, JR -- Rob Perkins, 2755 Carlaris Rd., San Marino, Cal., 91108. Games 1968BX (#1), 1968CO (#2), 1969X (#4), 1969Y (#5), 1969Ccb (#3); Rv; s/10/\$1; #'s 1-6, II:1-7; ditto. SCDA affiliate.

*STAB -- John Koning. Includes Sub-'zines JUTLAND JOLLIES (games 1967AZ (#3), 1967ALbf (Team Game #1)) (at least is supposed to start including J.J.), MASSIF (game 1968AD (IV)), ORTHANC (game 1968AE (L)), TRANTOR (games 1967A (III), 1968A (IV)), VALHALLA (game 1968AB (I)), and game 1968Dar (V); Rv; s/8/\$1; #'s 1-64; mimeo. Recommended.

φ*SUPERCALIFRAGILISTICEXPIALIDOCIOUS -- (#'s 1-28; see HYDROPHOBIA).

THE SWISS VARIANT -- Tommy Ogle, 2318 Cleveland Ave., S.W., Decatur, Ala., 35601. No games yet; Rv; s/10/\$1; g/\$2 1st, \$1.50 ea. add'l; #'s 1,2; mimeo.

©TALLYRAND -- Bill McDuffie, 20 Gail Dr., Nyack, N.Y., 10960. No games yet; v; s/?; g/\$4/1st, \$3 ea. add'l (G.B., \$3.50/\$2.50; IFW, \$3/\$2) (Napoleonic Dippy); none o.h.

φ*THANGORODRIM -- Bill McDuffie. Games 1969Maj, 1969Nr, 1969Os; v; s/\$2/yr.; g/\$3 1st, \$2 ea. add'l (G.B. \$2.50/\$1.50, IFW \$2.25/\$1.25) (Third Age, MVTW-III, Middle-Earth IV, Indianomacy-II); #'s I-1-3; mimeo.

*THULCANDRA -- (see LONELY MOUNTAIN).

*TRANTOR -- (issues 1,2,4-90; see STAB).

*T.S.-II -- Hal Naus; games 1966Zw (1966-XD), 1969Qbn; v; s/10/\$1; #'s 1-18,20-25; ditto. W.C.D.F. affiliate.

φ*UTOPIA -- Rod Walker. Games 1966AIac, 1967Vat, 1968Rbu, 1969Abu; v; s/10/\$1; #'s 1-10; mimeo.

*VALHALLA -- (#'s 1-16; see STAB).

φ*VARIOSO -- (#'s 1-4; see LETHE).

φ*VERBAL CHAOS, LTD -- Bill McDuffie. Games 1968BR, 1969? (#2), 1969? (#3); R; s/\$2/yr.; g/\$3 1st, \$2 ea. add'l (GB \$2.50/\$1.50, IFW \$2.25/\$1.25); #'s I:10-14; mimeo.

VIMY VICTORS -- John McCallum. Will end with issue #5, as game just completed; #'s 1-4; mimeo. 10¢ an issue.

φ*THE VOICE -- Jeff Key, Mr. R.Q. Morton, 2207 N. Quapah, Okla. City, Okla., 73107. Games 1968CM (TV-A), 1969B (TV-B), 1969P (TV-C), 1969AX (TV-D), 1969Zbq (1968CQ); Rv; s/10/\$2.50 (10/\$2 GB, IFW, WARS); g/\$5 (\$4 GB, IFW, WARS) (novices only); #'s I:8, II:1-4, III:1-8. Ditto. WARS affiliate. Highly recommended.

(WILD 'N WOOLY) -- Dan Brannan. Games 1965G (1965KM), 1966C (1966KL), 1966Z (1966KQ), 1967L (1967KY); R; s/\$4/yr.; #'s 1,2,7,8,13-22,24-26,28,29,31-141; ditto.

XENO -- Dan Brannan. Game 1967ADba; v; s/10/\$1; g/\$2 (Xeno); #'s 1-6,9; ditto.

XENOLOGIC -- Larry Peery. Games 19670 (X-1), 1967W (X-6), 1967Y (X-10), 1967AR (X-12), 1968X (X-13), 1968Y (X-16), 1968AO (X-17), 1968CD (X-18); R; s/10/\$3; #'s I:1-4,6-9, 10.5-12; II:1-12.5; III:1.0; ditto. SCDA affiliate.

φ*ZOTHIQUE -- Rod Walker. Games 1969Gcc, 1969Hcd; v; s/10/\$1; g/\$4 (GB & IFW, \$3) (Aberration IV); #'s 1-3,4a,5-10; mimeo.

(oops!) THE W.O.R.L.D. RECORD -- R.W. Hoheisel, 3417 Univ. Blvd. West, Kensington, Md., 20795. Official Organ of World Organization for Responsible Leadership and Deliberation (of AUX ARMES! game DMK); v; s/\$1/yr.; #'s 1,2; ditto.

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